


IN THE CLAIMS

- 
1. (cancelled)
 2. (cancelled)
 3. (cancelled)
 4. (cancelled)
 5. (cancelled)
 6. (cancelled)
 7. (cancelled)
 8. (cancelled)
 9. (cancelled)
 10. (cancelled)
 11. (cancelled)
 12. (cancelled)
 13. (cancelled)
 14. (cancelled)
 15. (cancelled)
 16. (cancelled)
 17. (cancelled)
 18. (cancelled)
 19. (cancelled)
 20. (cancelled)
 21. (cancelled)
 22. (cancelled)
 23. (cancelled)

24. (cancelled)

25. (cancelled)

26. (cancelled)

27. (cancelled)

28. (cancelled)

29. (cancelled)

30. (cancelled)

31. (cancelled)

32. (currently amended) A customizing apparatus,
comprising:

a) a customizing device having a first processor under control of programs and a first storage device having a first program for requesting customizing information for customizing a ~~toy~~ video game and receiving said customizing information and personalizing information; and

b) a ~~toy~~ video game device, having a second processor under control of said programs and a second storage device having a second program used in connection with running video game software, adapted to receive information from said customizing device;

c) said personalizing information being selected based upon a personal profile so that said ~~toy~~ video game

appears familiar with said user after said ~~toy~~ video game is customized.

33. (cancelled)

34. (cancelled)

35. (cancelled)

36. (cancelled)

37. (currently amended) The apparatus of claim ~~31~~32, wherein said first program comprises a program for receiving customizing information transmitted to said customizing device according to a wireless application protocol.

38. (currently amended) The apparatus of claim ~~31~~32, wherein said first program comprises a program for receiving customizing information transmitted to said customizing device according to a hypertext transfer protocol.

39. (cancelled)

40. (cancelled)

41. (currently amended) The method of claim ~~40~~32, wherein said customizing information comprises game software to be transferred to said game device.

42. (original) The method of claim 41, wherein said personalizing information comprises an audio clip selected so that said game device appears familiar with the user.

43. (original) The method of claim 42, wherein said profile includes preferences concerning game content.